

1 **ABSTRACT**

2 An audio buffer includes one or more audio effects that modify audio data
3 received from an audio data source. A first audio effect in the audio buffer
4 receives audio data from the audio data source and modifies the audio data to
5 generate a stream of audio data. Subsequent audio effects in the audio buffer
6 receives the stream of audio data from the first audio effect and further modifies
7 the audio data to generate a stream of modified audio data. The stream of
8 modified audio data is then routed from the audio buffer to a second audio buffer,
9 or communicated to an audio rendering component that produces an audio
10 rendition corresponding to the modified audio data.